

Unofficial Fan-Made Expansion Script

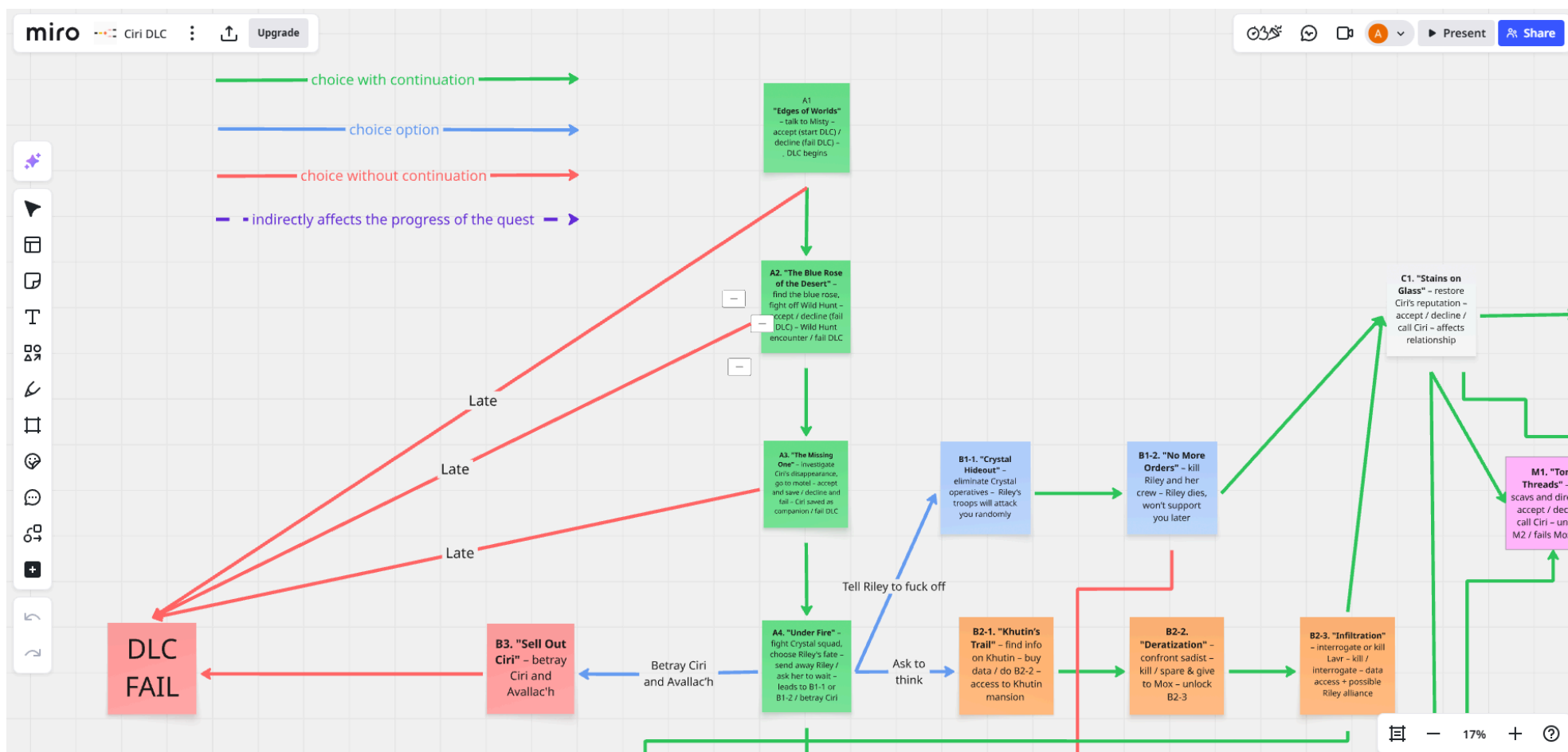
# Cyberpunk 2077 DLC: Echoes of Another World

## Visual Diagram of the Expansion

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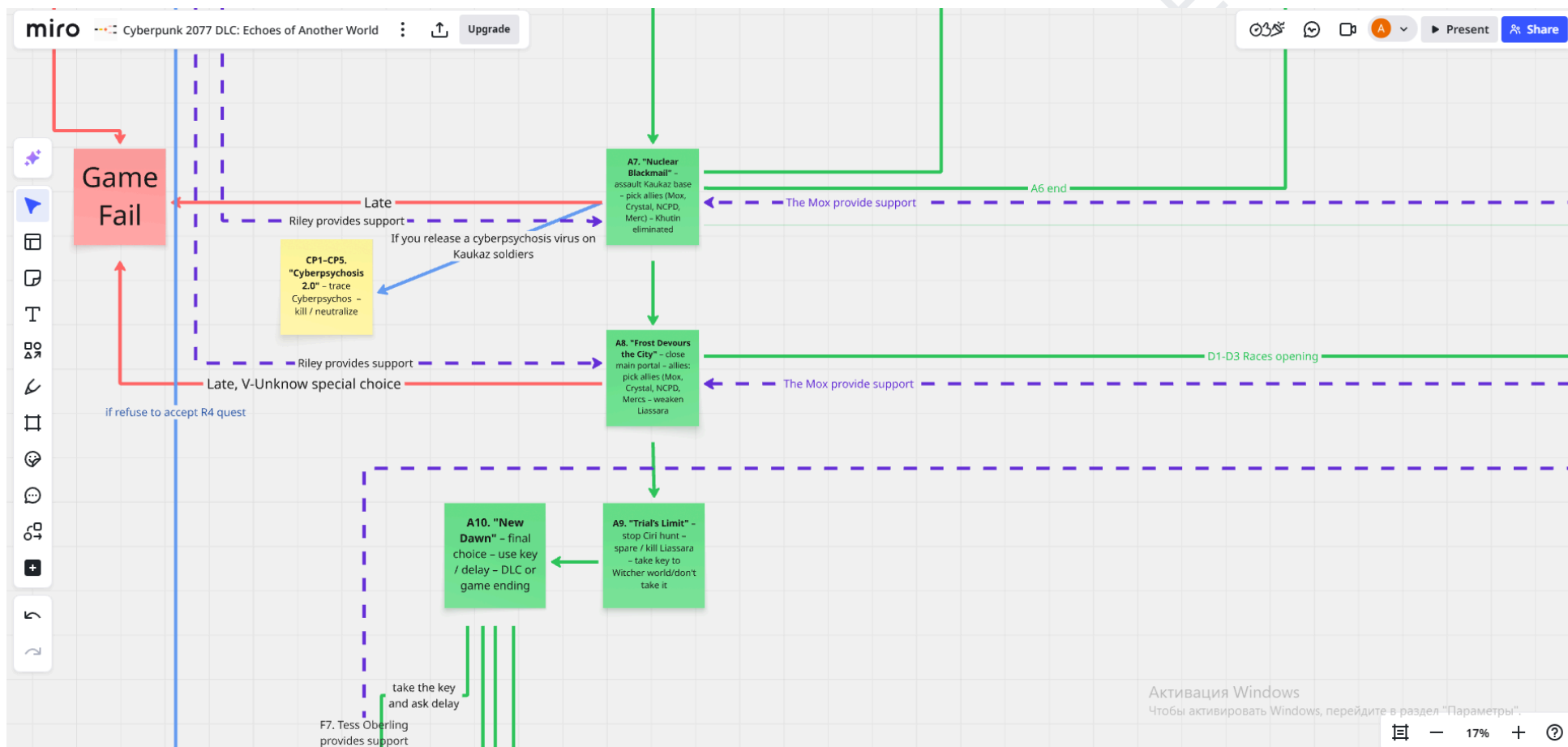
For clarity, the storyline has been visualized on MIRO.



**Figure 1.** Quests A1–A4, quest branches B1–B3, and the first quest of branch C.

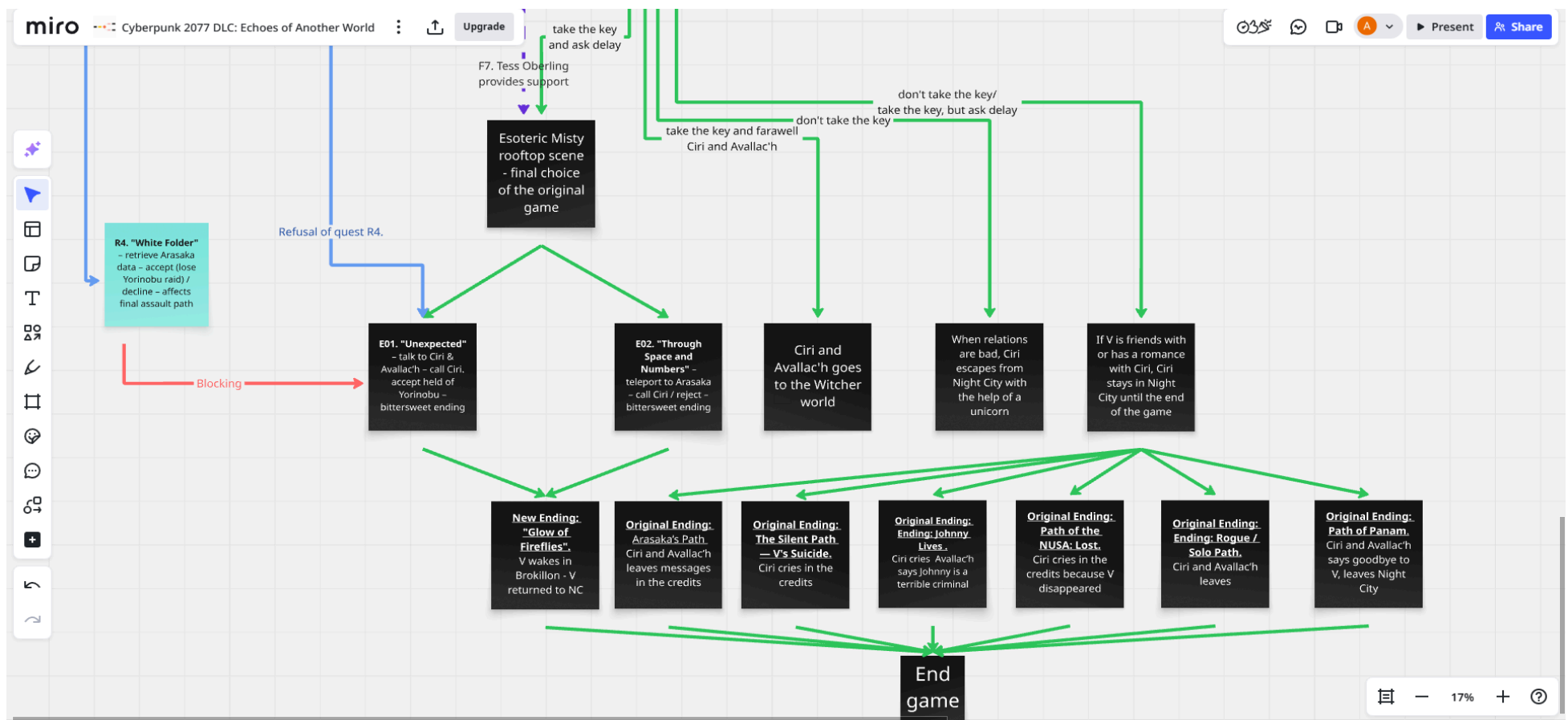
The beginning of the main story — helping Avallac'h, rescuing Ciri, confrontation with Riley and the choice of interaction path with the “Crystal” organization, and the start of building rapport with Ciri — the quest to restore her reputation.





**Figure 3.** Conclusion of the main DLC arc, quests A7–A10, and Riley’s side quest branches (R).

The main story concludes with the assault on the Kavkaz base and elimination of V. Khutini (A7), closure of the Great Portal (A8), the battle with Liassara (A10), and transition to the DLC finale (A10). Riley’s final quest (R4) also plays a role, influencing the possible outcome of the Arasaka Tower assault, Unlocking CP quests for cyberpsycho hunts.

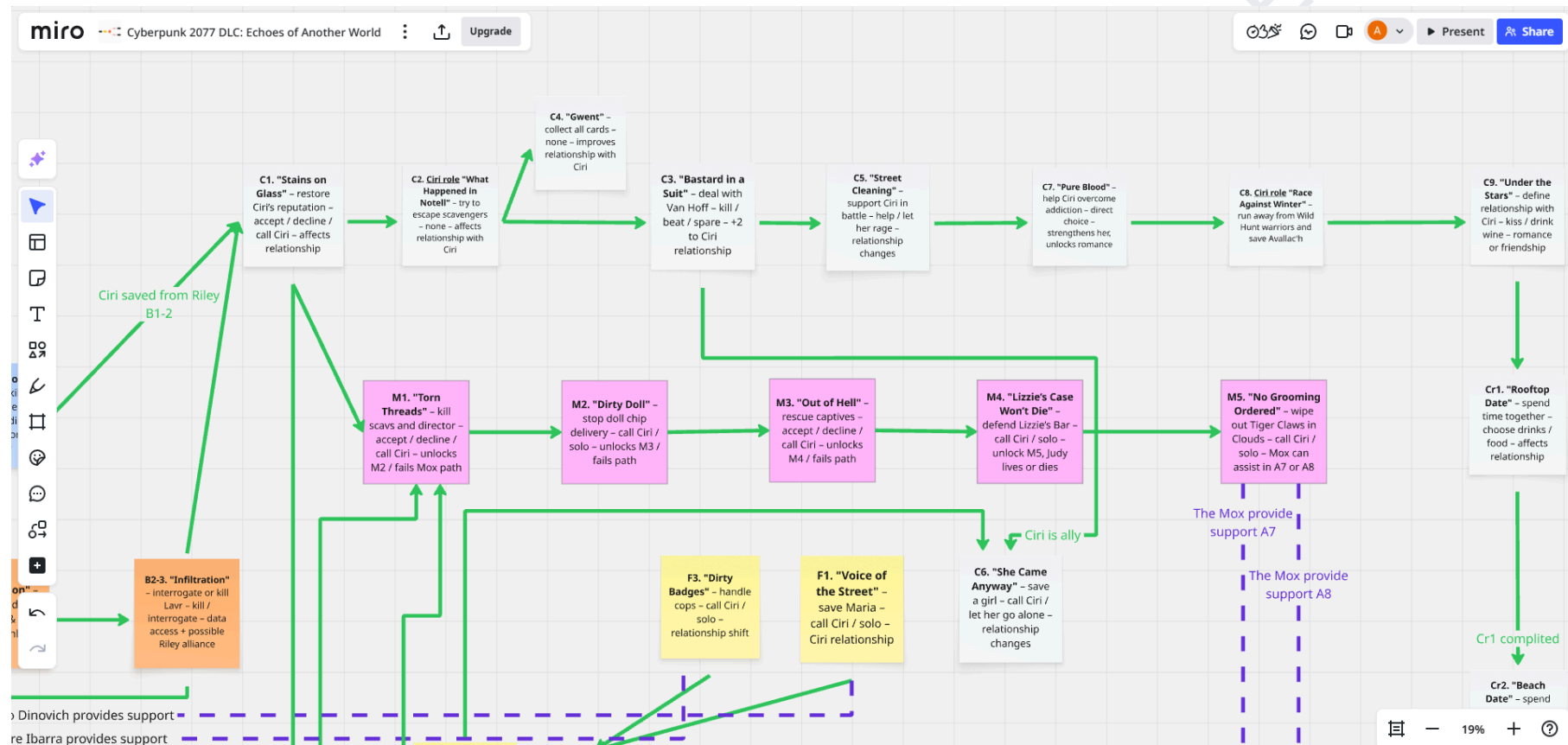


**Figure 4.** Final choices, new endings, and the DLC's impact on the original Cyberpunk 2077 conclusions.

The outcomes depend on player decisions: whether to complete Riley's quest "The White File" (R4), whether to take the Key from Liassara, and the relationship level with Ciri. Based on these choices, the player can either let Ciri and Avallac'h leave after the DLC epilogue, or request their help in the Arasaka Tower assault (E01). However, if the relationship with Ciri is poor or the Key was rejected, their participation will be unavailable.

Thus, on the rooftop of "Misty's Esoterica," if the player accepted Liassara's Key, has a strong bond with Ciri, and did **not** complete Riley's "White File," the alliance with Yorinobu Arasaka becomes available. Conversely, if the player did complete Riley's quest, they will fight against Yorinobu's forces. Both paths lead to a bittersweet ending.

This diagram also reflects how the DLC influences the original endings of *Cyberpunk 2077*.

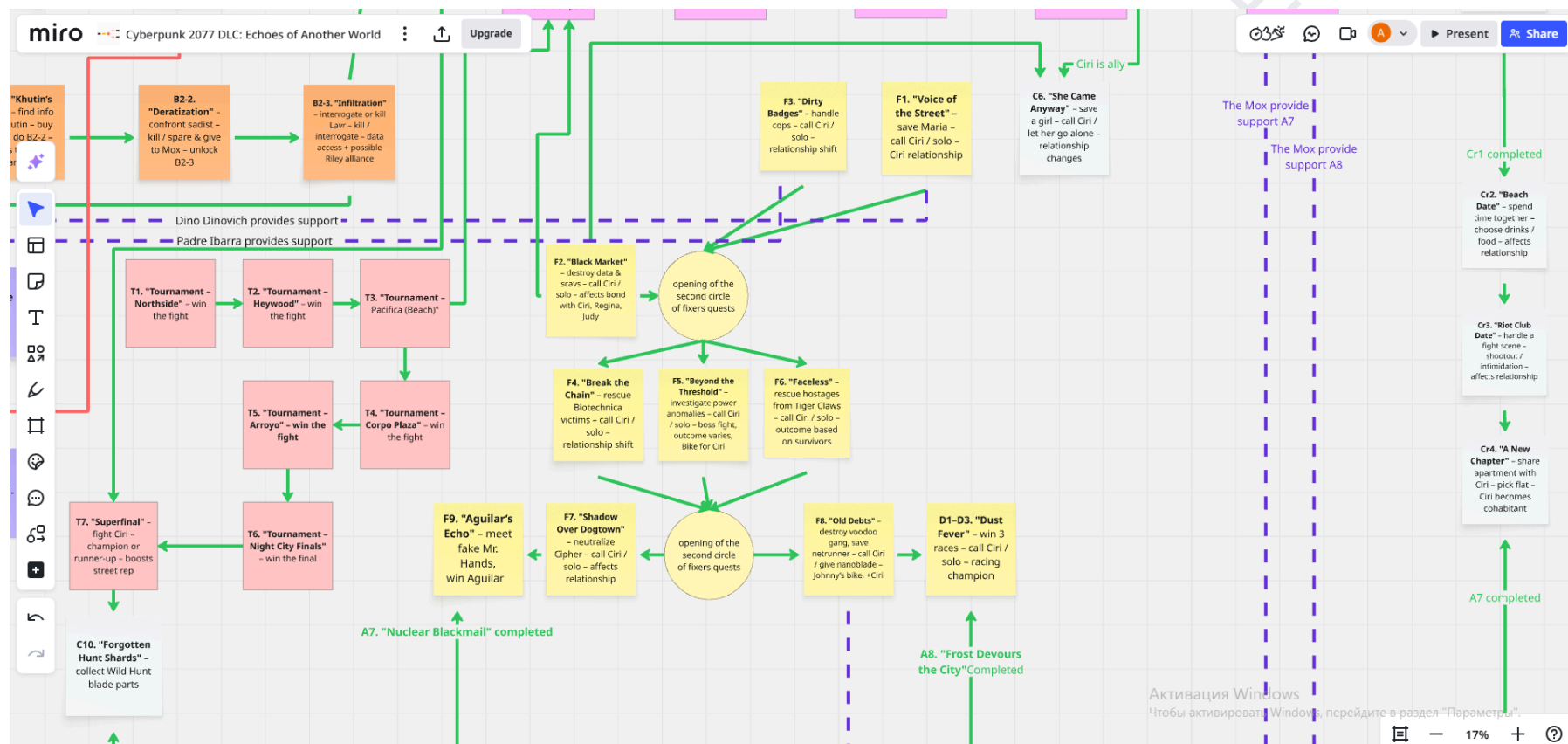


**Figure 5.** Side quests: fixer branch (F), Ciri's personal arc (C), optional romance arc (Cr), and the Moxes storyline (M).

The fixer quests deal with typical Night City issues such as corruption (F3) and corporate oppression (F1), and influence the progress of quest A5.

The player helps Ciri confront her past and develop self-control (C1–C8), with the possibility—depending on player choices—to evolve the relationship into a romance (C9).

The Moxes storyline includes helping them fight back against the Tiger Claws (M1–M5), including defending Lizzie's Bar (M4) and reclaiming the Dollhouse "Clouds" (M5), both of which impact quests A7 and A8.



**Figure 6.** Side quest branches: fixers (F) and continuation of the romance arc.

This figure reveals further development of the fixer storylines, including:

destruction of the black braindance studio (F2) and its follow-up initiated by Ciri (C6), elimination of unethical drug experiments (F4), rescuing girls from the Tiger Claws (F6), fighting a rogue AI at a Wasteland facility (F5), and the infiltration of the abandoned “Kavkaz-Gamma” lab, where the player uncovers the truth behind Veronika Khutina’s death and her father’s role; investigation into Lieutenant Colonel Cypher’s activities in Dogtown (F7), Rescue of a netrunner and search for Johnny’s bike (F8), Battle against Aguilar and his (or her) apprentice (F9). It also covers: motorbike race quests, the quest to find the shards of the Wild Hunt sword (C10), and progression of the romance with Ciri (Cr2, Cr3, Cr4).